

## **SU DIVISION GENERAL RULES**

### **General Rules**

**The official ball used for will be the 11” Hard Softball**

**Time Limit:** Time 80 minutes or 6 full innings with DROP DEAD TIME LIMIT.

### **Base Running:**

**1.** Bases: 60 Feet maximum.

**2.** For the first 2 innings there will be a 4 runs per inning per team maximum. Starting with the 3<sup>rd</sup> inning you will be able to increase your lead by 4 runs per inning (if you are already tied or ahead) or go up by 4 if you are trailing.

**3.** Stealing (one base) is allowed but not home.

**4.** Lead off permitted on release of pitchers hand.

### **Overthrows:**

**On a throw to any other base or position.**

**a.** If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with liability of being put out.

**b.** The umpire will only award a base to the runners if the ball has been thrown out of play.

**c.** At the end of each play the umpire will return all runners to the base they are entitled to if they have not been put out.

### **Fielding:**

**1.** 10 players may be allowed on defense in the field at any one time, four of which are outfielders.

Outfielders must position themselves at least 10 feet behind the baseline.

**2.** No Infield Fly Rule.

**3. *Play stops when the ball hit to the outfield gets in the control of the pitcher INSIDE THE PITCHING CIRCLE.***

### **Batting:**

- 1.** Everyone bats and free defensive substitutions.
- 2.** No dropped 3rd strike. Runners may not advance.
- 3.** Bunting is allowed.

**Exception:** No bunting off coach/pitch.

### **Pitching:**

- 1.** Pitching distance: Player and Coach 30 feet.
- 2.** Players will pitch to opposing team. 2 inning limit for pitchers, plus 1 additional if the game goes more than 4 innings (One pitch in an inning constitutes an inning)
- 3.** No walks.
  - a.** A coach/pitcher will enter the circle when 4 balls have been called by the umpire. Coach must pitch “legal” pitches with at least one foot on the pitching rubber. (inherit the count.Example:4 balls, 1 strike – you get two)
  - b.** If the pitch is not put into play by the last pitch, the batter is out.  
**Exception:** If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
  - c.** Batter will NOT be awarded a base on a Hit by Pitch from the coach/pitcher, but will by a player/pitcher. The batter is automatically awarded first base and will not have the option to continue to hit.
- 4.** If a batted ball hits the coach/pitcher the ball is dead and the batter is out. At no time shall the coach/pitcher obstruct play.
- 5.** Player/Pitcher must have one foot in the circle at the time of Coach/pitcher is pitching.
- 6.** Coach/Pitcher must stay in the circle during play and **MAY NOT** provide Coaching assistance.